

# Selecting a Map Projection

GEOG482 Spring 2020

- 
- ▶ “...*there is no such thing as a bad projection – there are only good and bad choices.*”

Arthur Robinson



# The round earth vs. a flat map

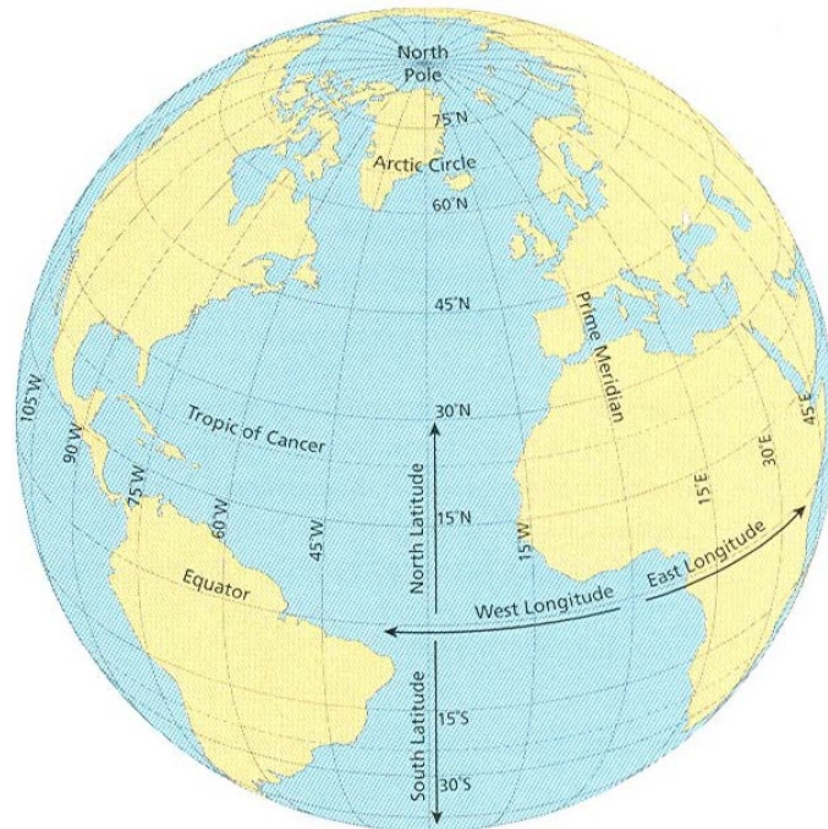
---

- ▶ The process of map projections
- ▶ Geographic coordinates
- ▶ Projected coordinates
- ▶ Map projection characteristics
- ▶ Distortion
- ▶ Scale and scale factor
- ▶ Projection selection
- ▶ More projection examples



# The spherical Earth

- ▶ Points of reference based on Earth's position relative to the sun...
  - ▶ Equator
  - ▶ North and south poles
    - ▶ Cf. Magnetic poles
- ▶ ...and arbitrary agreements
  - ▶ Prime meridian
- ▶ Reference system
  - ▶ A geographic grid (**graticule**) measured in a *sexagesimal (base-sixty) scale*; degrees, minutes, and seconds



View of earth centered on 30° N, 30° W

Source: Goode's World Atlas

# The spherical Earth – the geographic grid

- ▶ Lines of longitude – **Meridians (|)**
  - ▶ From pole to pole
  - ▶ E and W of the Prime meridian

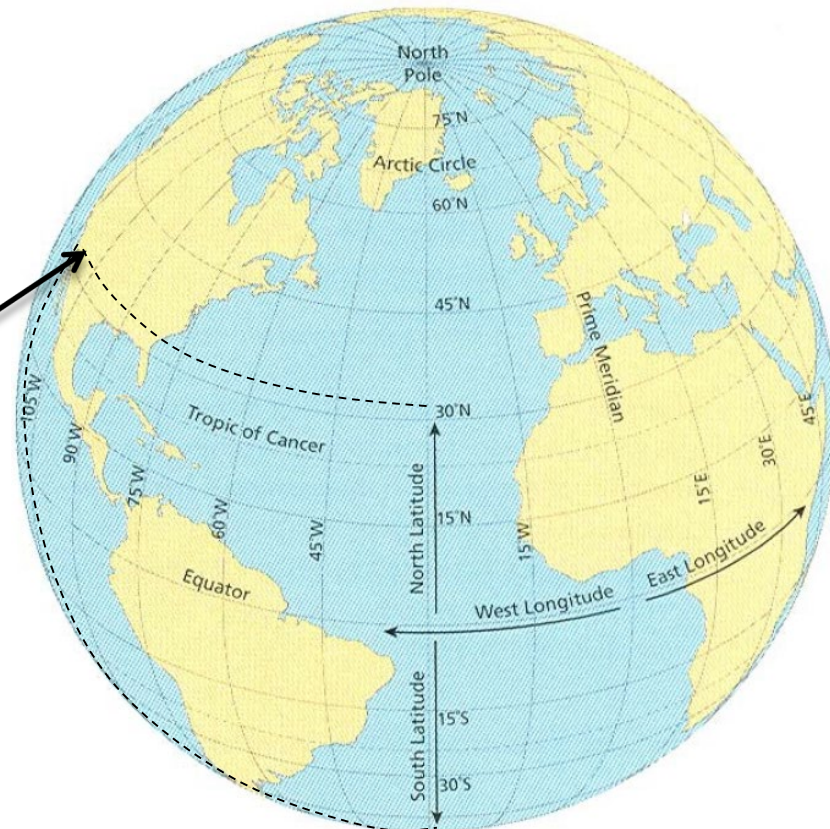
- ▶ Lines of latitude – **Parallels (—)**
  - ▶ East  $\leftrightarrow$  West
  - ▶ N and S of the Equator

- ▶ E.g., 1250 N Bellflower Blvd  
Long Beach, CA 90840

Decimal Degrees    Deg:Min:Sec

Lat: 33.781466            33° 46' 53.28" N

Lon: -118.119035        118°7' 8.53" W



View of earth centered on 30° N, 30° W

Source: Goode's World Atlas

# Some examples

## ► Where is Seoul, Korea?

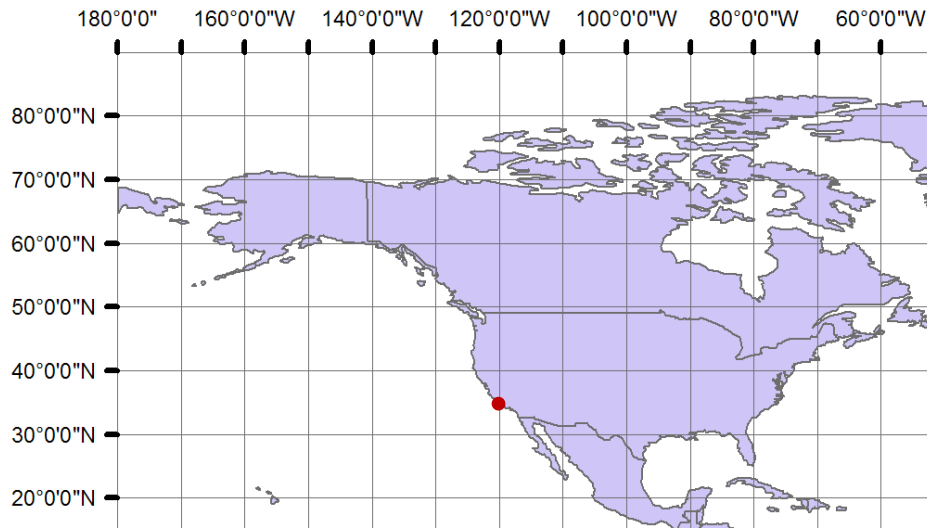
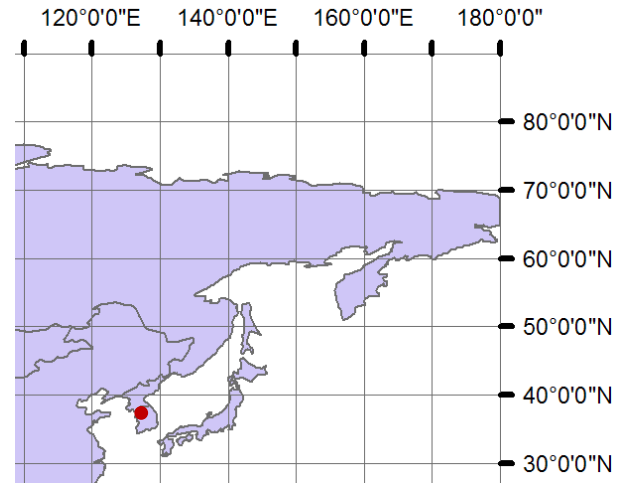
Lat.  $37^{\circ} 34' \text{ N}$

Long.  $126^{\circ} 58' \text{ E}$

## ► What's at

► Lat.  $33^{\circ} 49' \text{ N}$

► Long.  $118^{\circ} 9' \text{ W}$  ?



Long Beach, CA



# Converting from DMS to DD

---

- ▶ To convert degrees, minutes, and seconds (DMS) to degrees and decimals of a degree (DD): ex) **59°19' 48" N**

## 1. Convert the seconds

Since there are 60 seconds in each minute,  
 $59^{\circ}19' 48'' / 60$  converts to  $59^{\circ}19.8'$

## 2. Convert the minutes

Since there are 60 minutes in each degree  
 $59^{\circ}19.8' / 60$  converts to **Lat. 59.33°**

## Calculator example: **18° 04' 12" E**

Enter **12.00 / 60** = then displays **0.2**

Enter **+ 4** = then displays **4.2**

Enter **/ 60** = then displays **0.07**

Enter **+ 18** = then displays **18.07**

**Long. 18.07** is your final  
decimal degrees for  
longitude

## 3. For South or West Coordinates, add **a negative sign** to the DD

---



# Converting from DD to DMS

---

- ▶ To convert degrees, minutes, and seconds (DMS) from degrees and decimals of a degree (DD): **ex) Lat. 59.33**
  1. The whole number part is the whole degrees, **59 °**.
  2. Subtract the whole degrees ( **$59.33 - 59 = 0.33$** ) and multiply the decimal degree to minutes.  **$0.33 * 60 = 19.8$**  (the number of minutes in a degree).  
The whole number of the answer is the whole minutes, **19 '**.
  3. Subtract the whole minutes from the answer ( **$19.8 - 19 = 0.8$** ) and multiply the decimal minutes to seconds.  **$0.8 * 60 = 48$**  (the number of seconds in a minute).  
The answer is the seconds, **48 ''**.
  4. If there is a decimal remaining, keep as the decimal of a second.

**Answer: 59° 19' 48'' N**





# Exercise

---

Convert from DD to DMS: **Long. -18.07**



# Some things to note

- ▶ On a spherical grid:
  - ▶ **Scale** is the same everywhere **on the globe**
  - ▶ **Meridians** (|) are spaced evenly on parallels and converge towards the poles
  - ▶ **Parallels** (—) are parallel... and spaced equally on the meridians
  - ▶ Meridians and parallels intersect at **right ( $90^\circ$ ) angles**
  - ▶ Quadrilaterals of a certain longitudinal extent have **equal areas**
  - ▶ Areas of quadrilaterals **decrease** towards the poles



# Terms related to distance and direction

- ▶ **Great Circle**
  - ▶ Formed by plane cutting through the **center** of the Earth and its intersection with the surface
  - ▶ E.g., Equator, meridians – measure **shortest distance from a Great Circle (themselves)**
    - ▶ All great circles have equal lengths
- ▶ **Small circle**
  - ▶ E.g., Parallels

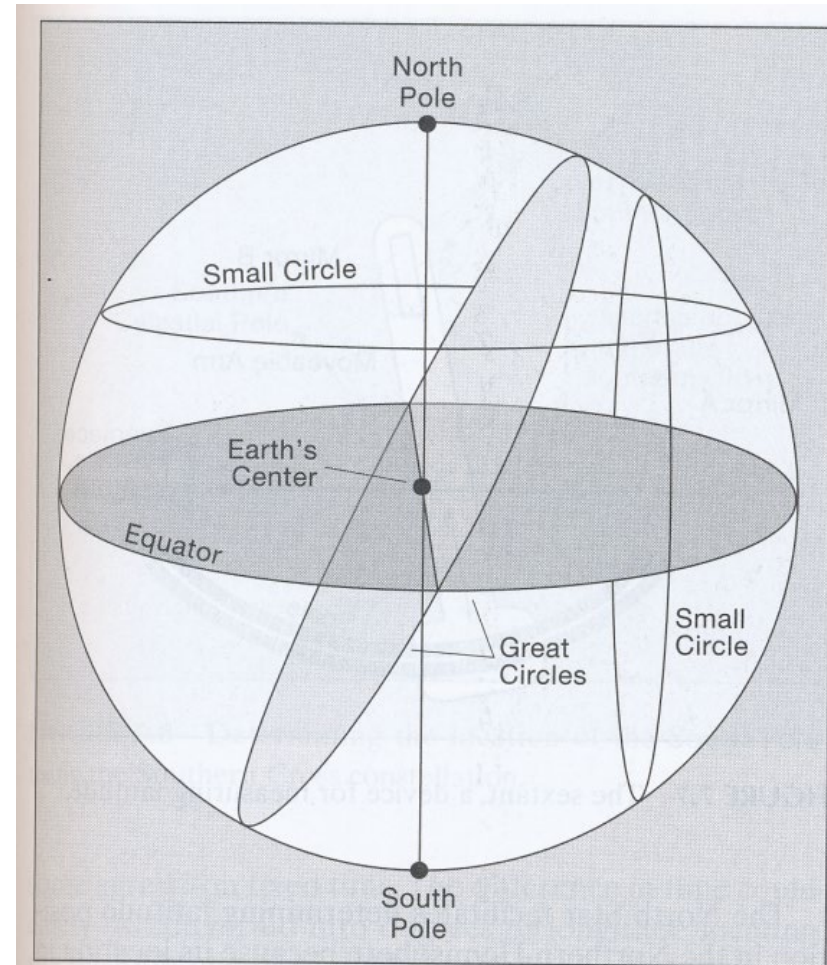


FIGURE 7.4 Examples of great and small circles on the Earth's surface.

# Terms related to distance and direction (cont.)

- ▶ Azimuth
  - ▶ Measures **angles between meridians** from points A to B
    - ▶ E.g., a, b, and c in the figure 7.5
  - ▶ Useful for describing direction of the shortest path (on a great circle) between two points
    - ▶ E.g., points A and B

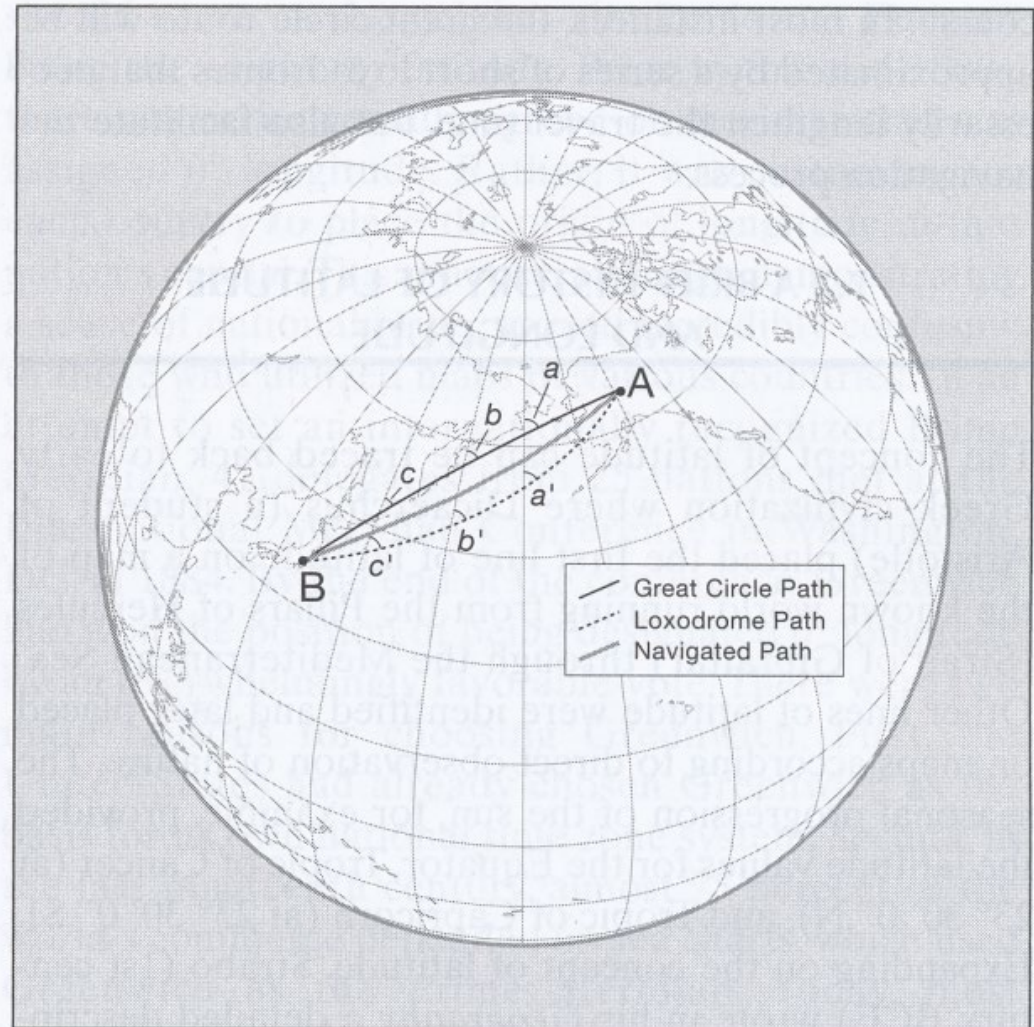
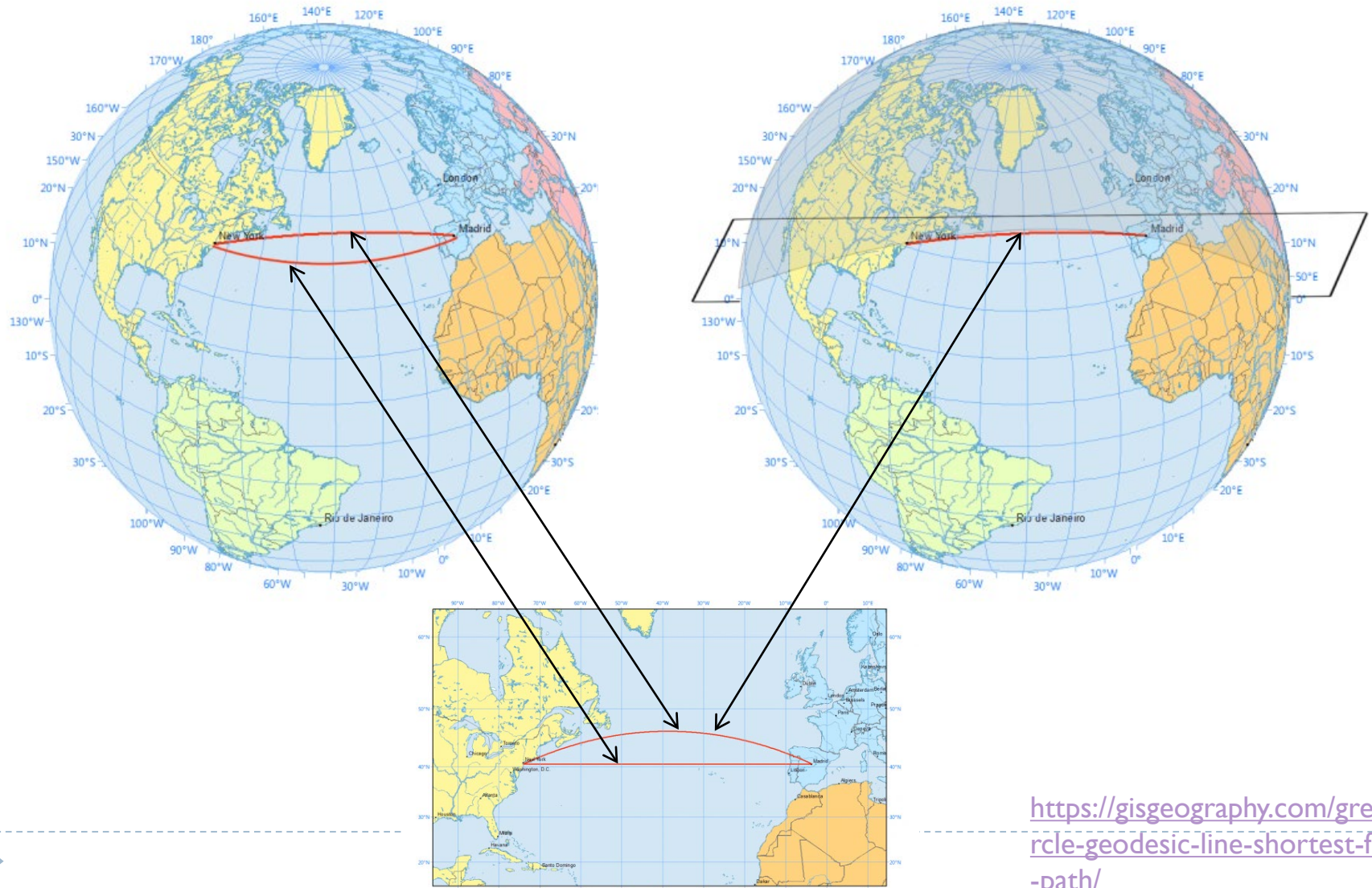


FIGURE 7.5 A great circle arc from point A to point B

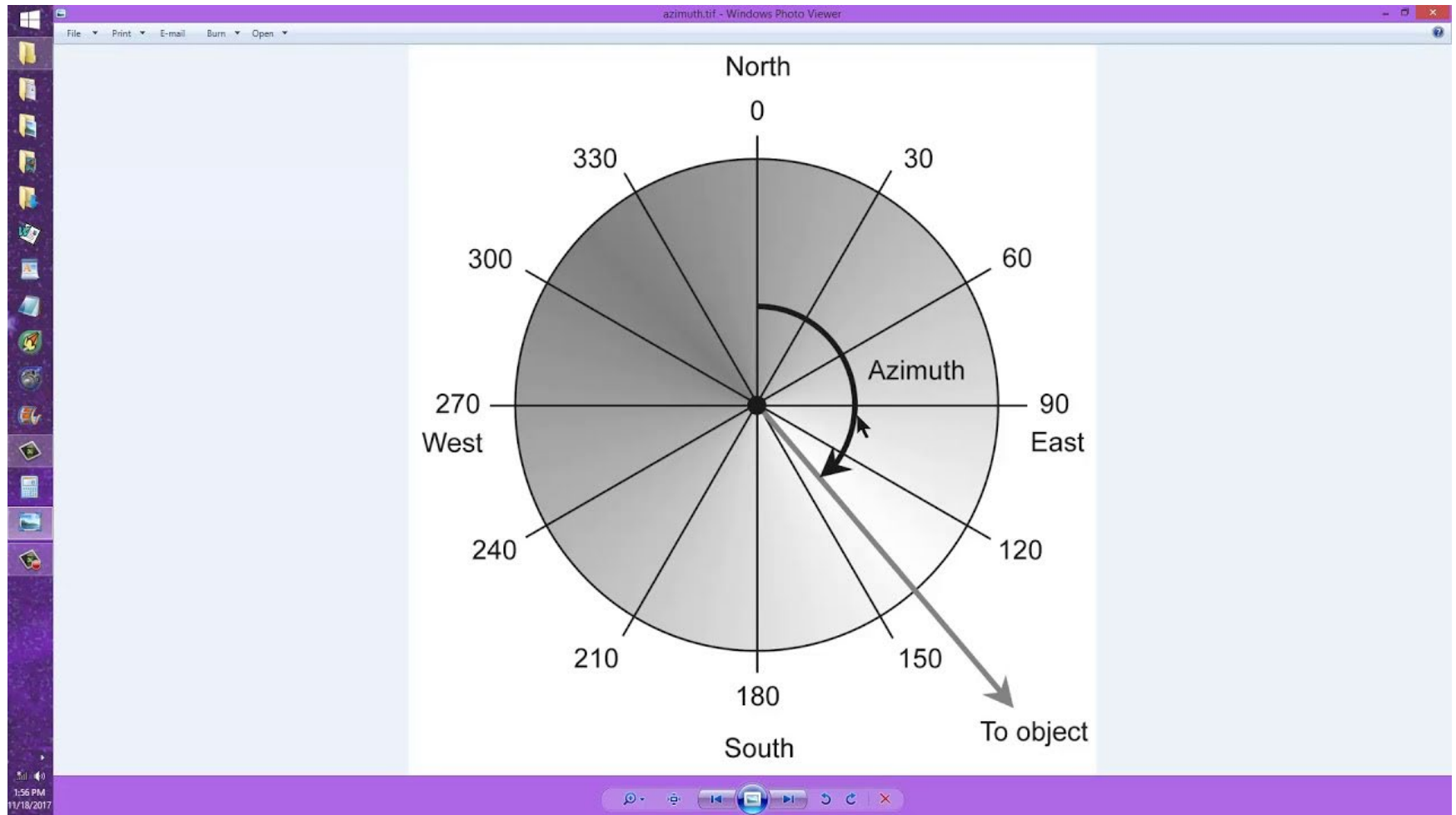


# Great circle path



<https://gisgeography.com/great-circle-geodesic-line-shortest-flight-path/>

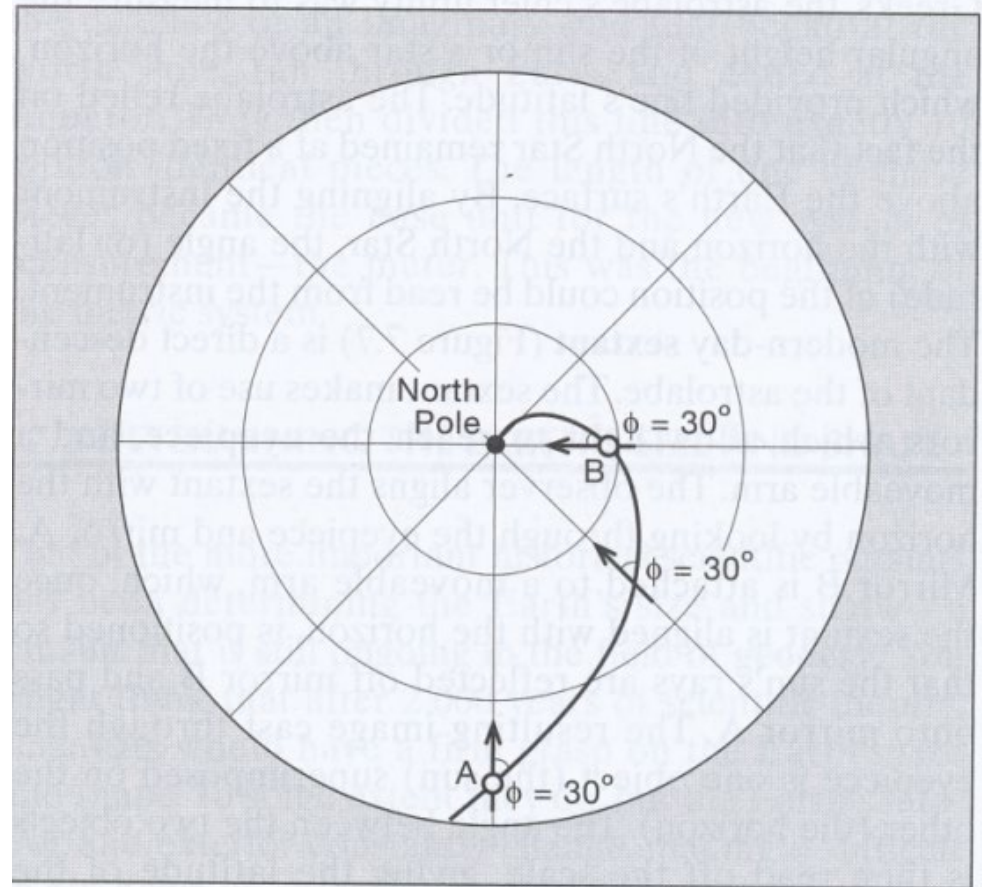
# Azimuth (cont.)



# Terms related to distance and direction (cont.)

## ▶ Loxodrome

- ▶ A path formed by keeping a **constant bearing** from points A to B
- ▶ Useful for navigation

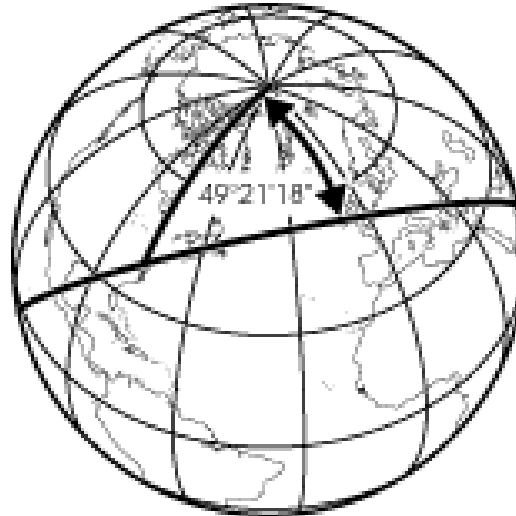


**FIGURE 7.6** A line drawn from point A to point B crossing each meridian at a constant angle is called a loxodrome. If extended, this line will continue to spiral toward the North Pole.

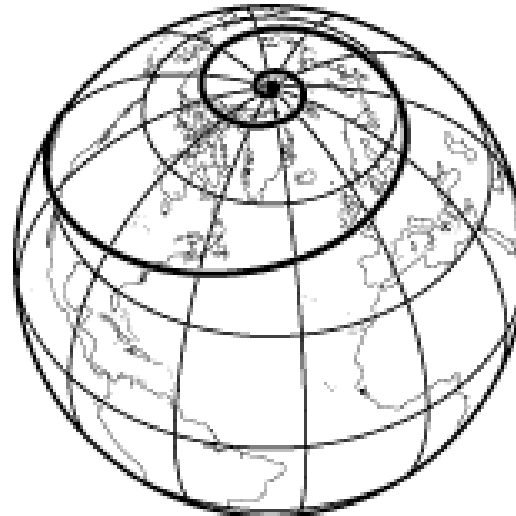


# Azimuth vs. Loxodrome

---



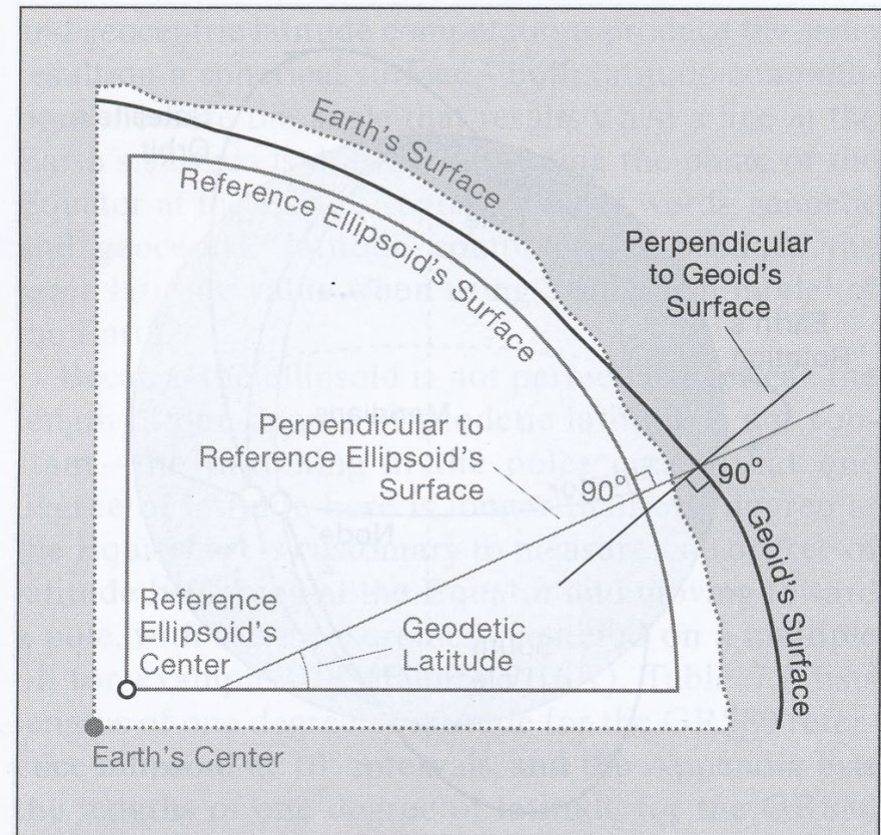
Great circle route through Washington, D.C., and London.  
Azimuth of  $49^{\circ}21'18''$  from D.C.



Loxodromic route through Washington, D.C., and London.  
Bearing of  $76^{\circ}48'26''$

# The Earth is not precisely round

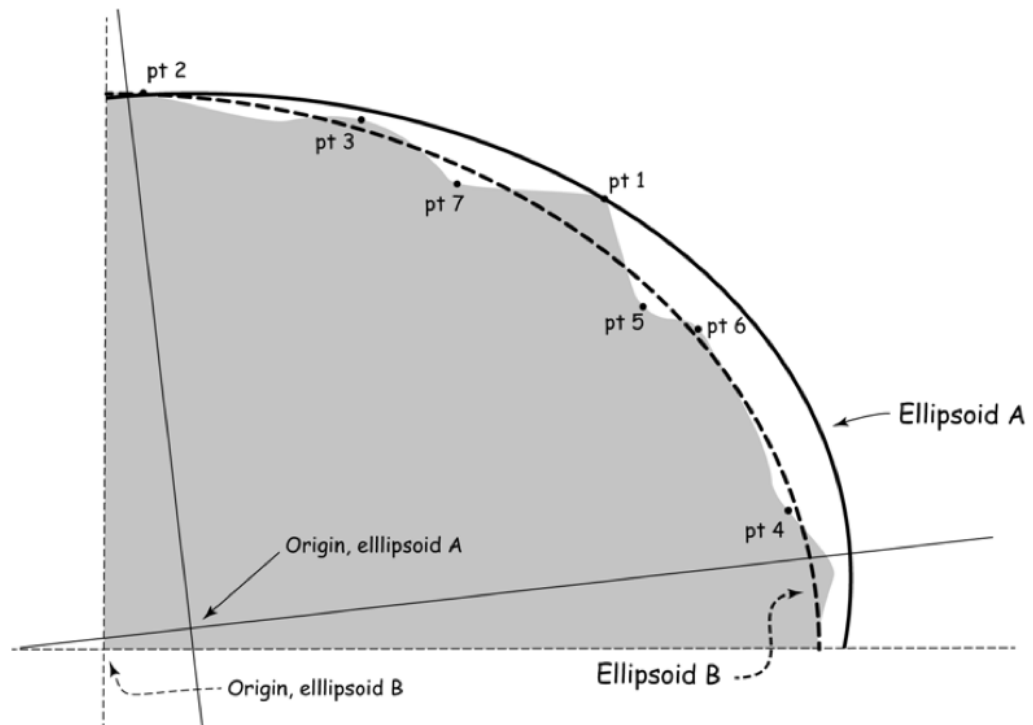
- ▶ Earth's rotation and differences in geology/density results in a non-spherical shape
- ▶ Geodesy refers to **Earth's true shape** as **the geoid**
  - ▶ **Average ocean surface** of the Earth
- ▶ To calculate locations easier **a reference ellipsoid** is used that approximates the geoid
- ▶ This introduces some **distortions**



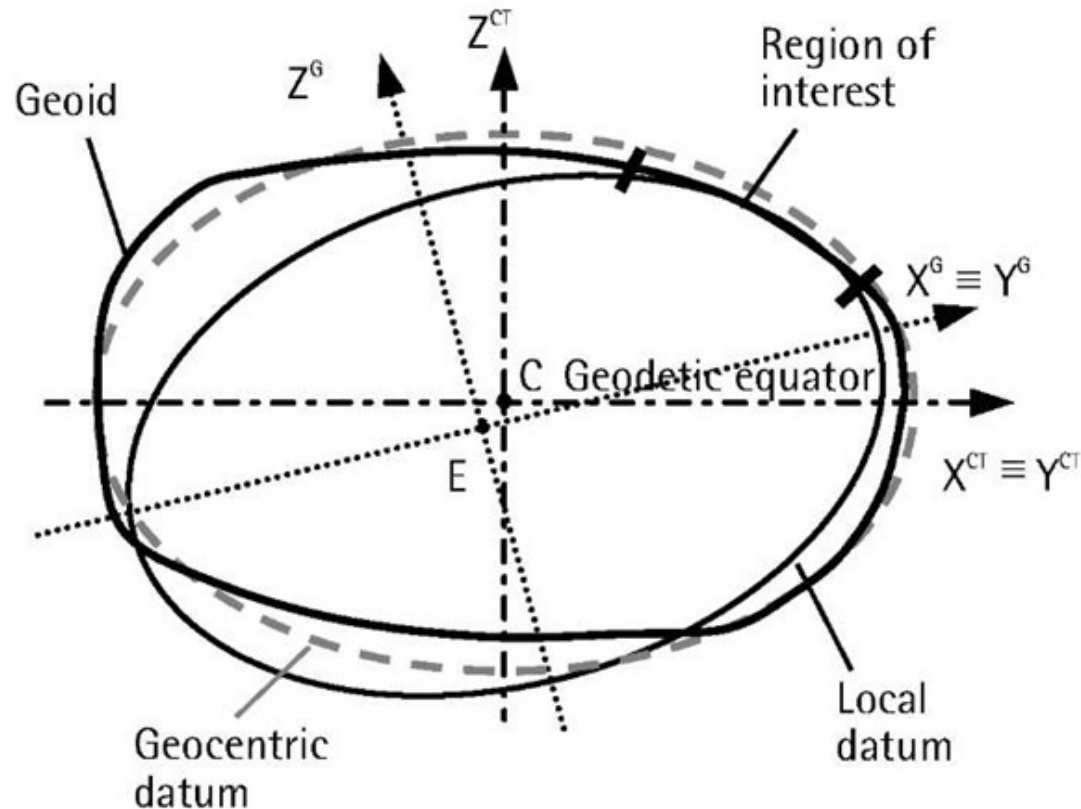
**FIGURE 7.18** The relationship among surfaces representing the Earth, a reference ellipsoid, and a geoid. Note that when determining geodetic latitude, a line perpendicular to the reference ellipsoid is not perpendicular to the geoid.

# Datum

- ▶ A mathematical model of the earth which approximates the shape of the earth, built on top of a spheroid
- ▶ Different regions on the earth have different datums (Ellipsoids A and B in the figure)
- ▶ Calculations in a consistent and more accurate manner for a specific region
- ▶ If comparing GPS coordinates to a chart or map...
  - ▶ the map datum in the GPS unit must be set to match the chart for accurate comparison



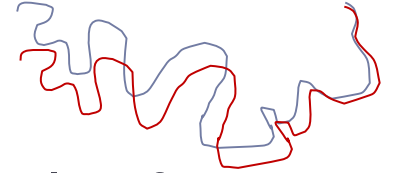
# Choose datum that better matches to geoid



# Why bother?

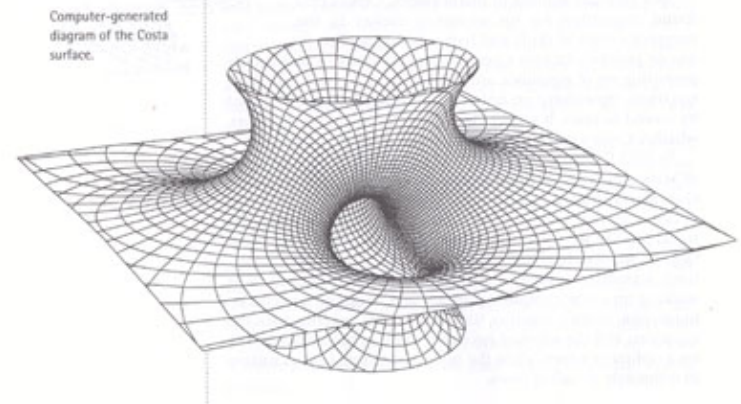
---

- ▶ Well, a lot of position readings today are done using a GPS and this requires specifying what datum to use.
  - ▶ (Map's datum = GPS's datum)
  - ▶ e.g., [scuba diving](#) (this link provides a useful example of applied GPS and earth coordinate knowledge)
- ▶ But, for most medium or small-scale thematic mapping we can ignore these details
- ▶ 1) Choose a datum, then  
2) choose a projection for your study area to make the map more precise



# The projection concept

- ▶ Any map projection is the systematic arrangement of the earth's meridians and parallels onto a plane surface (Dent 1999).
- ▶ The basic steps
  - ▶ Choose a scale reduction
  - ▶ Choose a projection type
    - ▶ Direct - developable surfaces (ex. somewhere on Earth)
    - ▶ Indirect – purely mathematically defined surfaces



- ▶ Ex. A projected map (<http://www.answers.com/topic/map-projection>) and The Costa surface (<http://www.philosophy.umd.edu/Faculty/jhbrown/BtyAdds/>)



# The scale reduction

---

- ▶ The amount of **spatial reduction** from real world to the map

- ▶ Expressed

- ▶ Numerically
- ▶ Graphically
- ▶ Verbally

Scale 1:700,000 (or 1/700,000)



“1 mm on the map represents 700,000 mm on the earth”

$$\text{map scale} = \frac{\text{map distance}}{\text{earth distance}}$$

- ▶ Generally:

- ▶ Important to use **same units** when comparing different maps!





# Other statements of scale

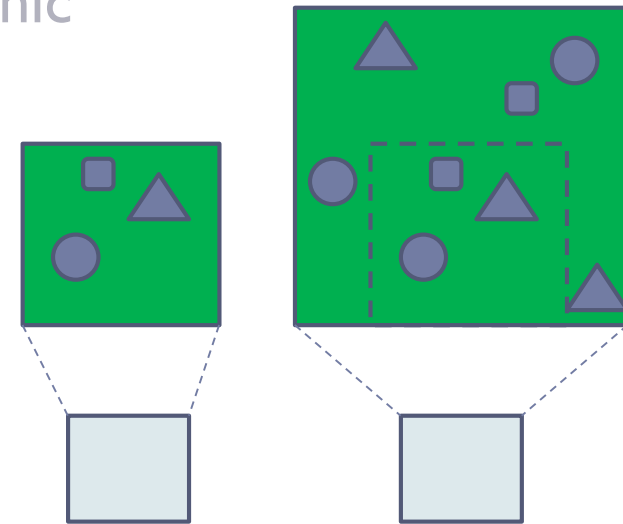
---

- ▶ Cartographic

- ▶ Verbal, representative fraction (RF), graphic

- ▶ Geographic

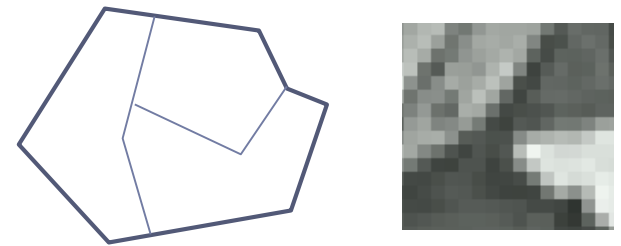
- ▶ “Large” scale, Vs. “small” scale (extents)



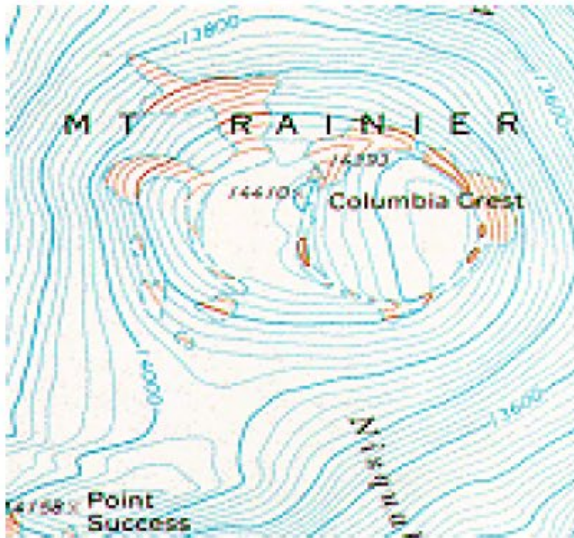
- ▶ Resolution

- ▶ “Minimum mapping unit”

- ▶ E.g., a census block-group (vector data)  
or a pixel size (raster data)



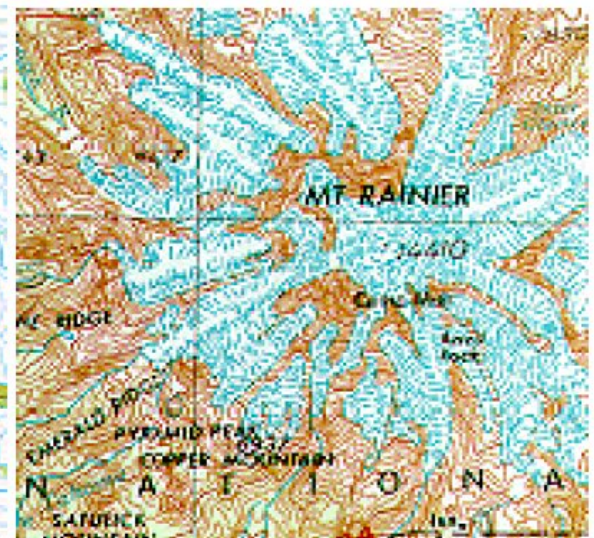
# Some common mapping scales



1:24,000 scale,  
1 inch represents  
2,000 feet



1:100,000 scale,  
1 inch represents about  
1.6 miles (8,448 feet)



1:250,000 scale,  
1 inch represents about  
4 miles (21,120 feet)

- Q. Using calculator or whatever, answer A, B, and C:

$$1/24,000 = A$$

$$1/100,000 = B$$

$$1/250,000 = C$$

# Break!

---

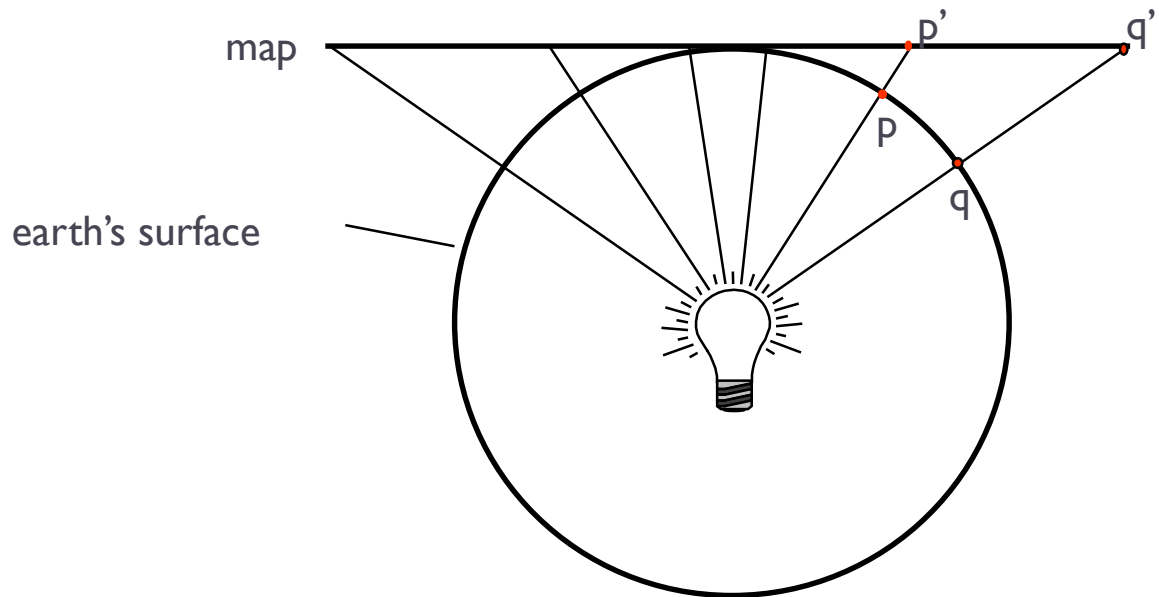


# Choosing a projection

---

## ► Checklist

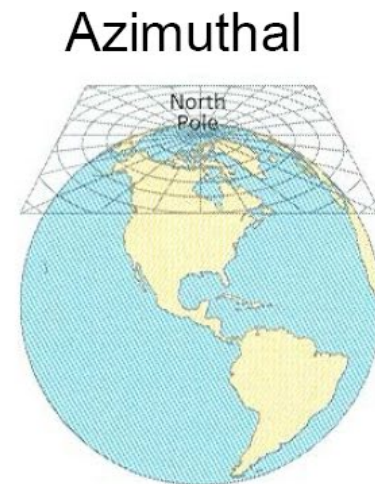
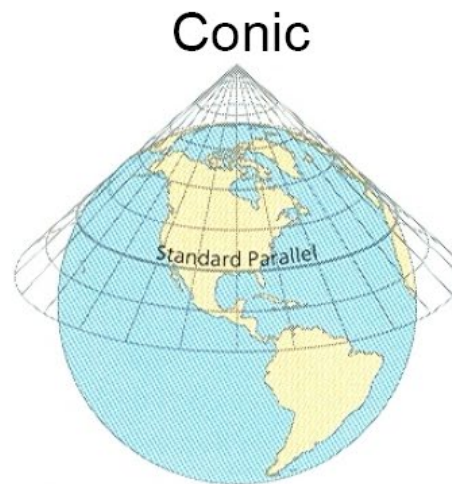
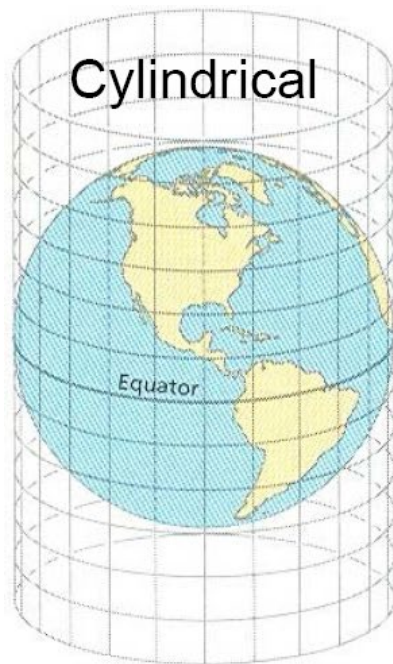
- Projection properties (Equivalency: area, conformality: angle, equidistance: distance, azimuthality: direction)
- Deformational patterns across mapped area
- Projection center
- Familiarity





# Selecting map projections

- ▶ Three basic rules (after Maling, 1992)
  - ▶ A country in the **tropics** asks for a **cylindrical** projection.
  - ▶ A country in the **temperate zone** asks for a **conical** projection.
  - ▶ A **polar** area asks for an **azimuthal** projection.



Source: Goode's World Atlas

# Projection and distortion

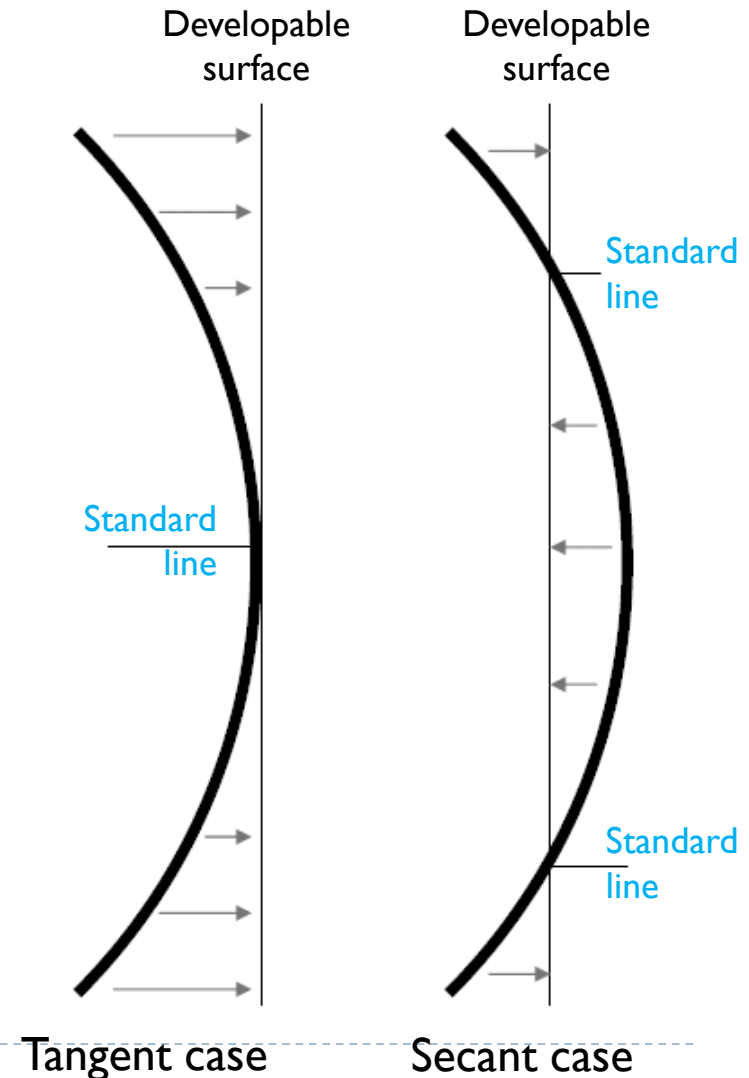
---

- ▶ Each projection creates specific distortions
- ▶ Typically we can choose to preserve one or two spatial properties but **not all**:
  - ▶ Areas – *Equivalent proj.*
  - ▶ Angles – *Conformal proj.*
  - ▶ Distances – *Equidistant proj.*
  - ▶ Directions – *Azimuthal proj.*
  - ▶ See Table 9.1 (p.155) on the textbook for details of Named Projection for each Property of projection



# A closer look at distortion

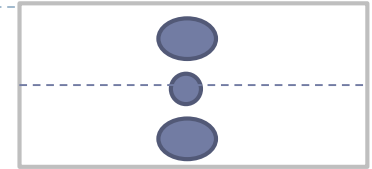
- ▶ Distortion increases away from the standard line
  - ▶ Scale on reference globe equals to scale on developable surface *only at the standard line(s)!*
  - ▶ Q. What does it mean?
  - ▶ Q. Scales and amount of distortions are (the same/different) for every location on the map
    - ▶ Scale Factor (*next*)
- ▶ Ways to mitigate distortion
  - ▶ Secant case (*intersect 2 points*)
  - ▶ Modify *aspect of projection*





$$\text{Scale Factor} = \frac{\text{Local scale}}{\text{Principal scale}}$$

*Distortion increases away from the standard line.  
Then how much distortion?*



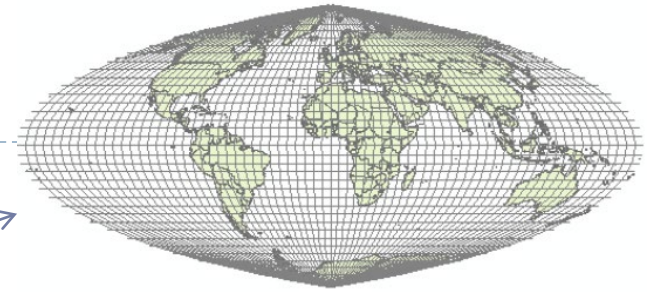
- ▶ How to calculate:
  - ▶ Step 1. Get the *Principal scale* (=RF, representative fraction)
    - ▶ Conventional constant scales for particular projections measured on *standard line(s) or point(s)*
      - e.g., 1:250,000, 1:100,000, 1:10,000 ...
    - ▶ The scale of a reduced or generating globe representing the sphere or spheroid
  - ▶ Step 2. Calculate the *Local scale* (at the location of interest on the map) (e.g., 1:239,000)
 

$$\text{Local scale} = \frac{\text{Map distance}}{\text{Earth distance}}$$
  - ▶ Then calculate... local scale/principal scale
    - ▶ If the answer is  $< 1$  = *compressed*
    - ▶ If the answer is  $> 1$  = *exaggerated*
    - ▶ If the answer is  $= 1$  = *no distortion*



# Scale Factor Example

- ▶ Quartic Authalic Projection –  
its Principal Scale is 1:300,000,000  
(Standard line is 0° at the Prime Meridian)



- ▶ What is the SF at some point along the 40°N parallel between 0° and 15°?
  1. Measure the distance on the map. If you measured with a ruler the distance between 0° and 15° at 40°N parallel = 0.41 cm (map distance)
  2. Get true length of 1° longitude at 40° from Appendix A in textbook = 85,393.86 m
  3. Multiply by number of degree's (15 x 85,393.86 m = 1,280,907.9 m) (earth distance)

- 4. Complete the equation:

$$\text{Local scale} = \frac{\text{map distance}}{\text{earth distance}}$$

- 5. 1,280,907.9m is 128,090,790cm

$$\text{Local scale} = \frac{0.41}{128,090,790} = \frac{1}{312,416,560}$$

- 6. Scale factor =  $\frac{\text{Local scale}}{\text{Principal scale}} = \frac{1 / 312,416,560}{1 / 300,000,000} = 0.96$  ← exaggerated or compressed?

# Exercise 1

---

- ▶ What is the scale factor when the map distance is 0.9cm? (still at some point along the 40°N parallel between 0° and 15°)
- ▶ True length of 1° = still 85,393.86 m
- ▶ Earth distance: 15 x 85,393.86 m = 1,280,907.9 m
- ▶ 1,280,907.9m is 128,090,790cm

$$\text{Local scale} = \frac{\text{map distance}}{\text{earth distance}}$$

$$\text{Local scale} = \frac{0.9}{128,090,790} = \frac{1}{142,323,100}$$

▶ Scale factor:  $\frac{\text{Local scale}}{\text{Principal scale}} = \frac{1/142,323,100}{1/300,000,000} = 2.11$  ←exaggerated or compressed?

---



## Exercise 2

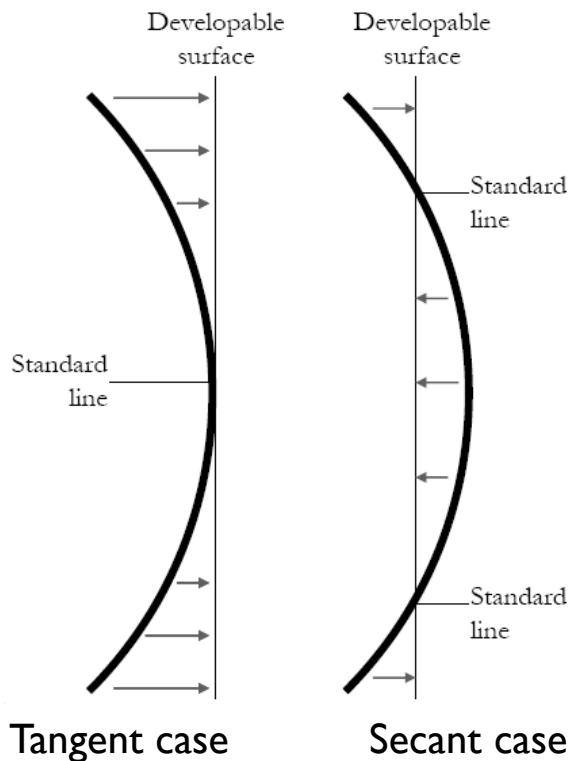
---

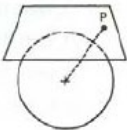
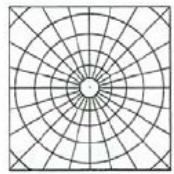
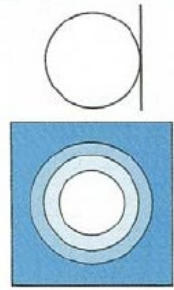
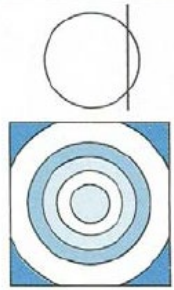
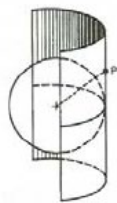
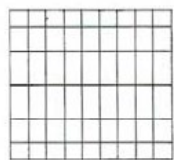
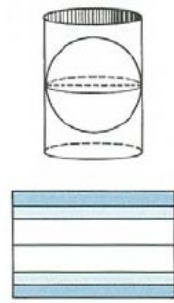
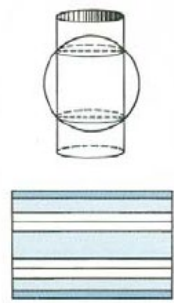

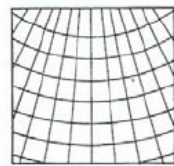

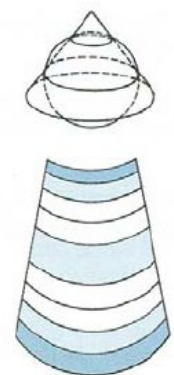
- ▶ What is the scale factor when the map distance is 0.3cm?  
(still at some point along the  $40^{\circ}\text{N}$  parallel between  $0^{\circ}$  and  $15^{\circ}$ )



# Scale factor varies across a projected map

- ▶ Depends on
  - ▶ Type of projection
  - ▶ Case
  - ▶ Aspect



Family	Grid appearance	Normal aspect	
		Simple	Secant
 Azimuthal			
 Cylindrical			
 Conic			

# Aspects by latitude

- ▶ Equatorial
- ▶ Oblique
- ▶ Polar

See how shapes and sizes of the lands change

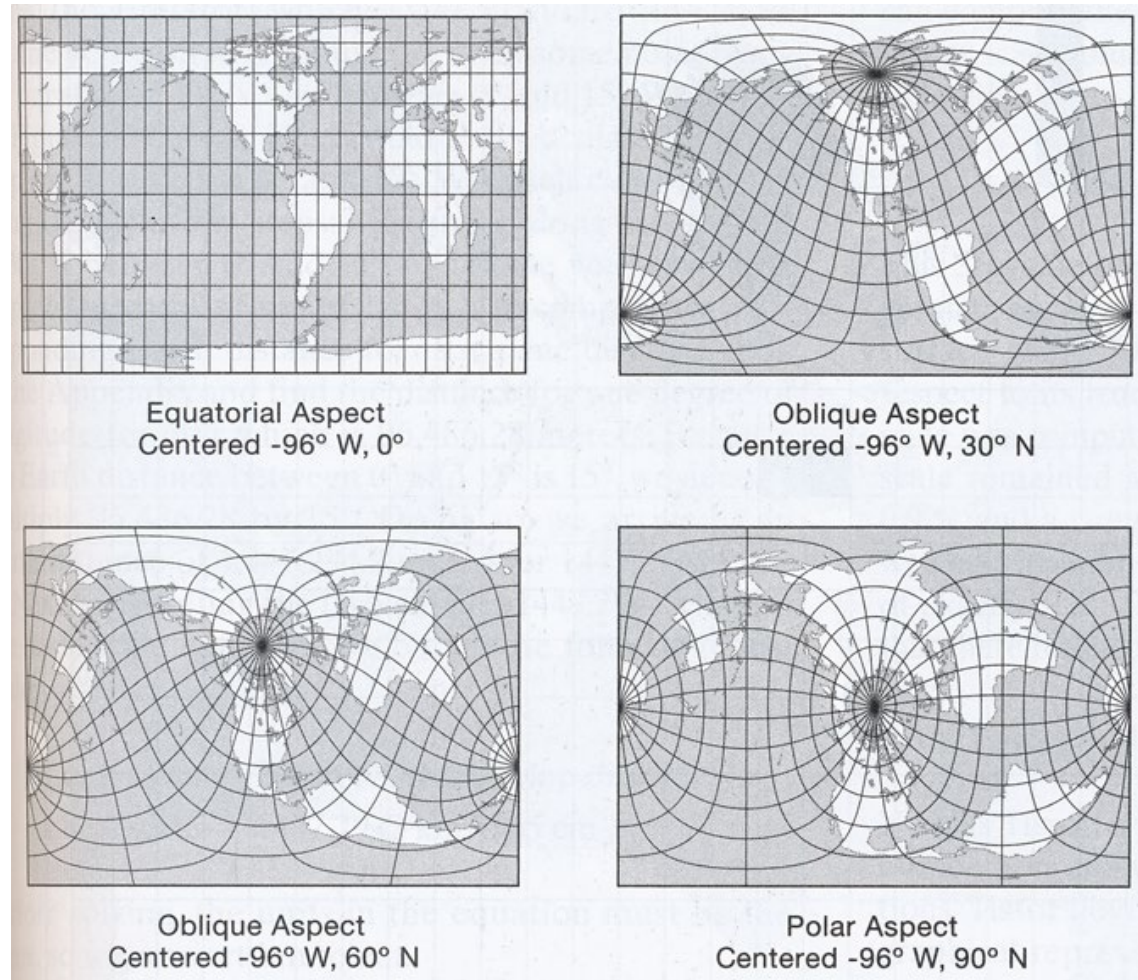
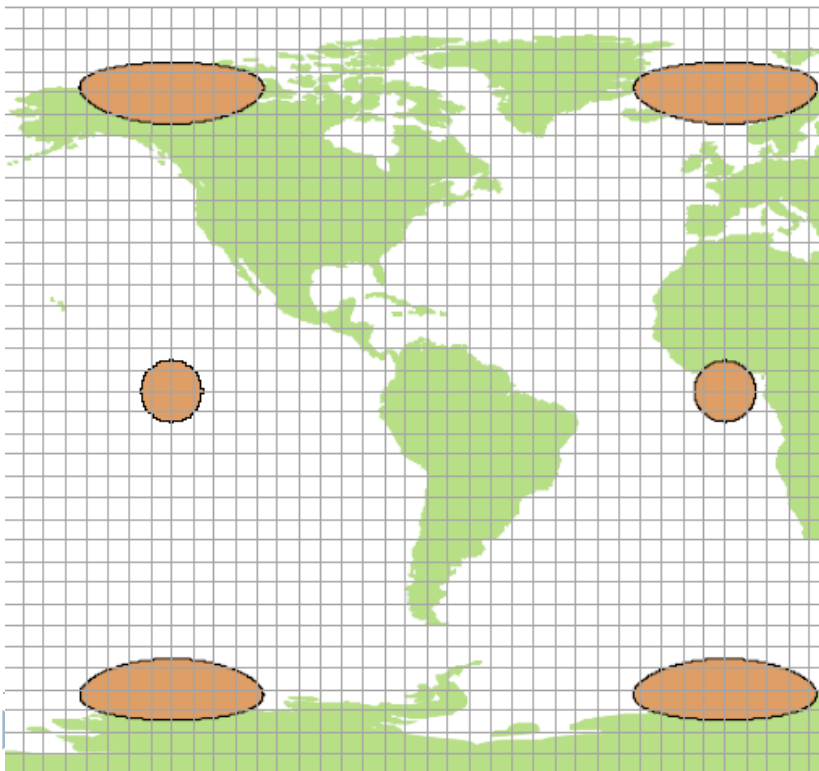


Figure 8.14 (Solcum et al. 2009)

# Tissot's indicatrix

- ▶ A way to visually explore and understand **distortion of different projections**
- ▶ A **symbol representing a really small point** on the reference globe with **unit radius**

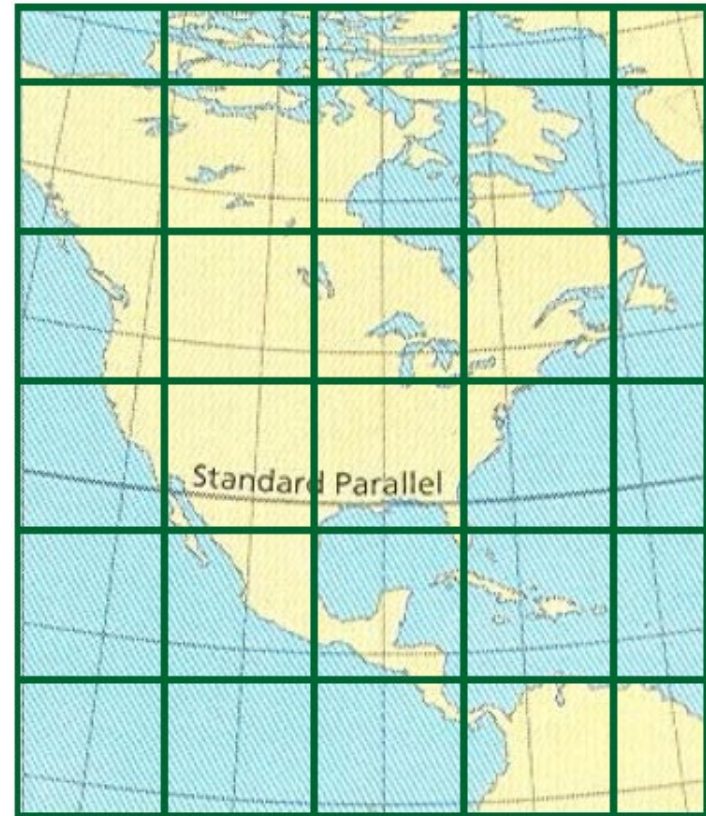


		Area	
		No change	Change
Angles	No change		
	Change		



# Geographic vs. projected coordinates

- ▶ Because of projection a geographic coordinate grid will typically **not be square-shaped**
- ▶ This is inconvenient in a flat map context and also in a GIS where digitizers and remote sensing data use square grids
- ▶ It also introduces **errors** in Euclidean measurement



geographic coordinate grid



projected coordinate grid

Source: Goode's World Atlas

# Choices, choices, choices...

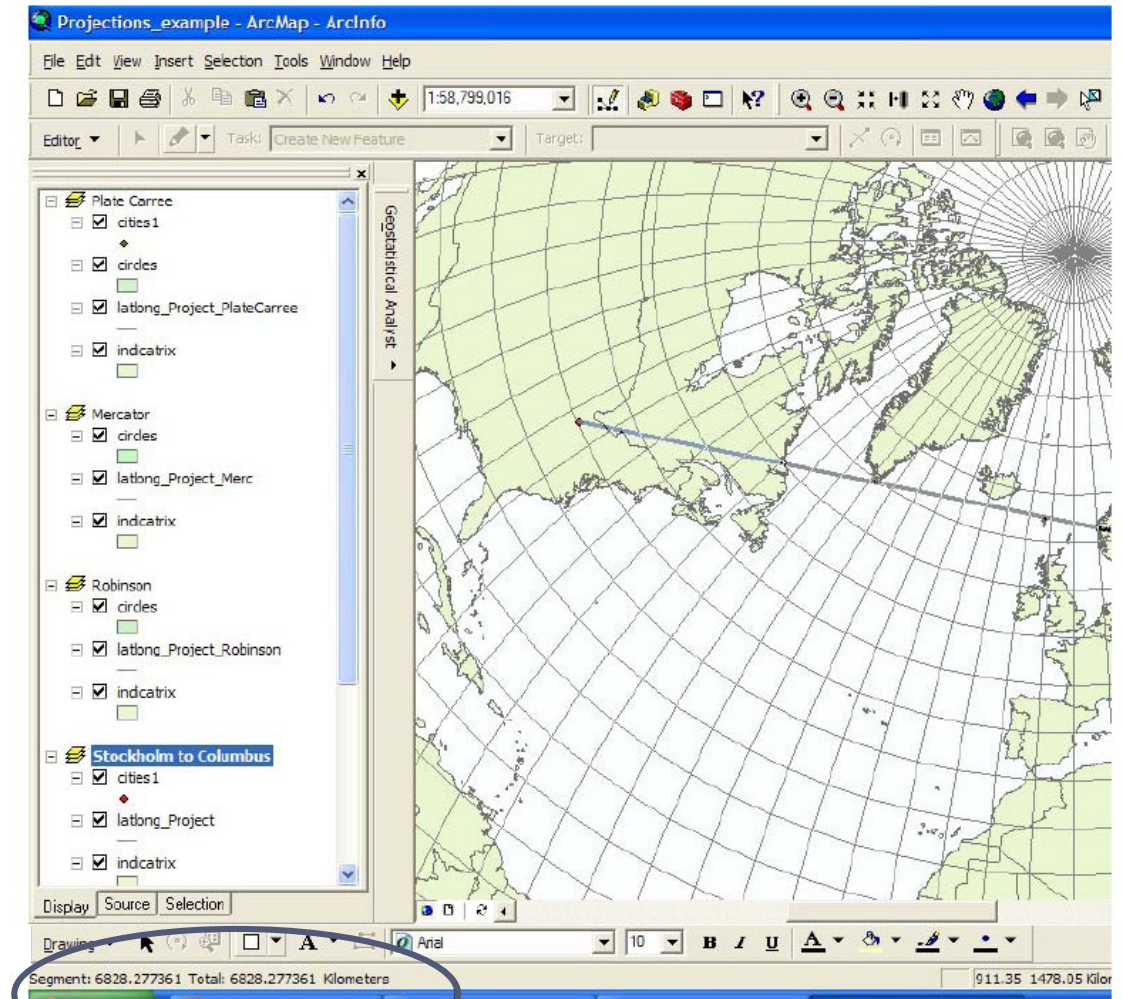
---

- ▶ Snyder's projection selection **guidelines**
  - ▶ World (Table 9.1, p.155)
    - ▶ Conformal
    - ▶ Equivalent
    - ▶ Equidistant
    - ▶ Straight loxodromes
    - ▶ Compromise
  - ▶ Hemisphere (Table 9.2, p.156)
  - ▶ Continent, ocean or smaller (Table 9.3, p.158)



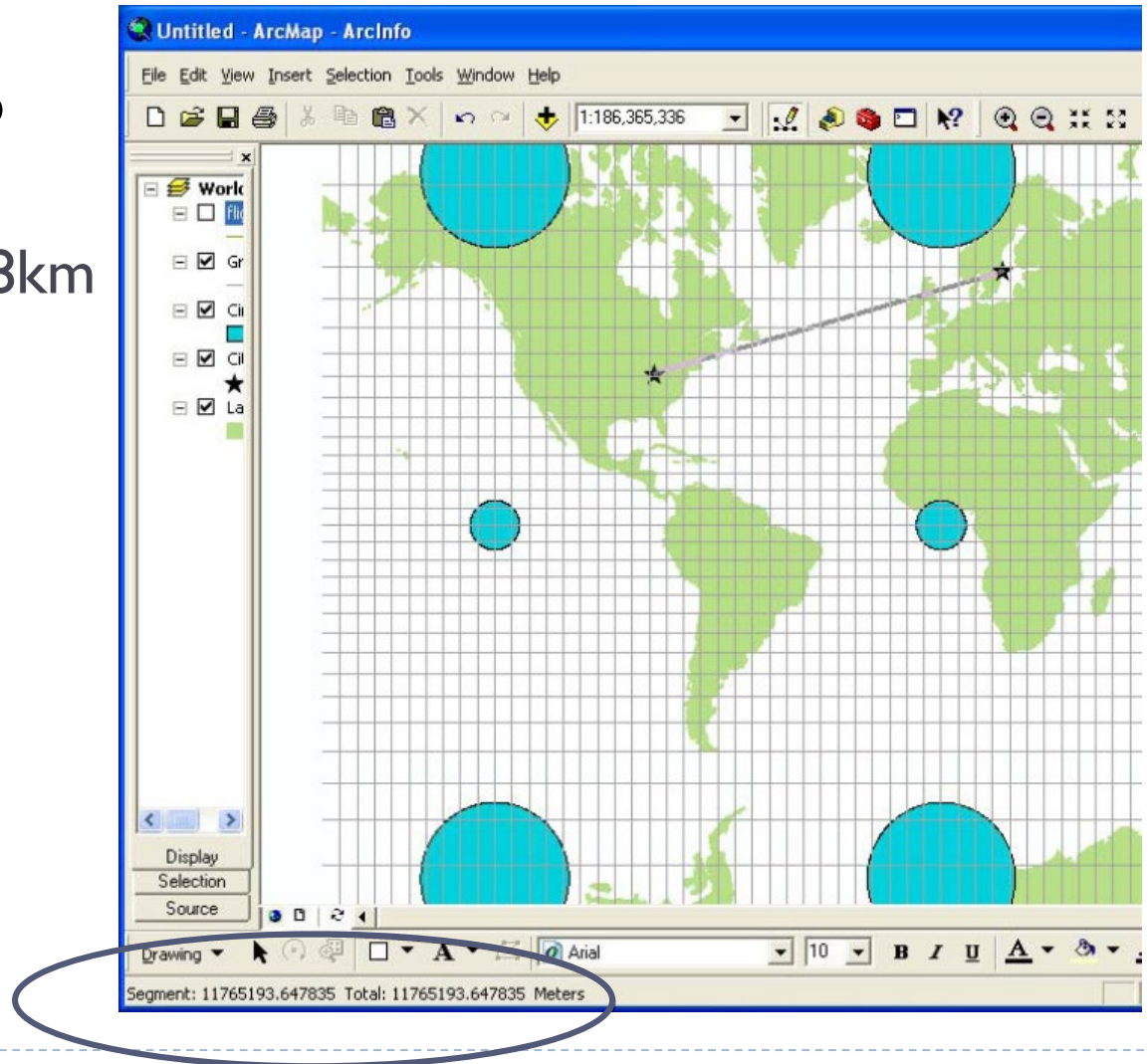
# Measurement error example

- ▶ Using a geographic grid, distance between two points is calculated **along great circles** from a central point
  - ▶ E.g., 6,828km



# Mercator distance

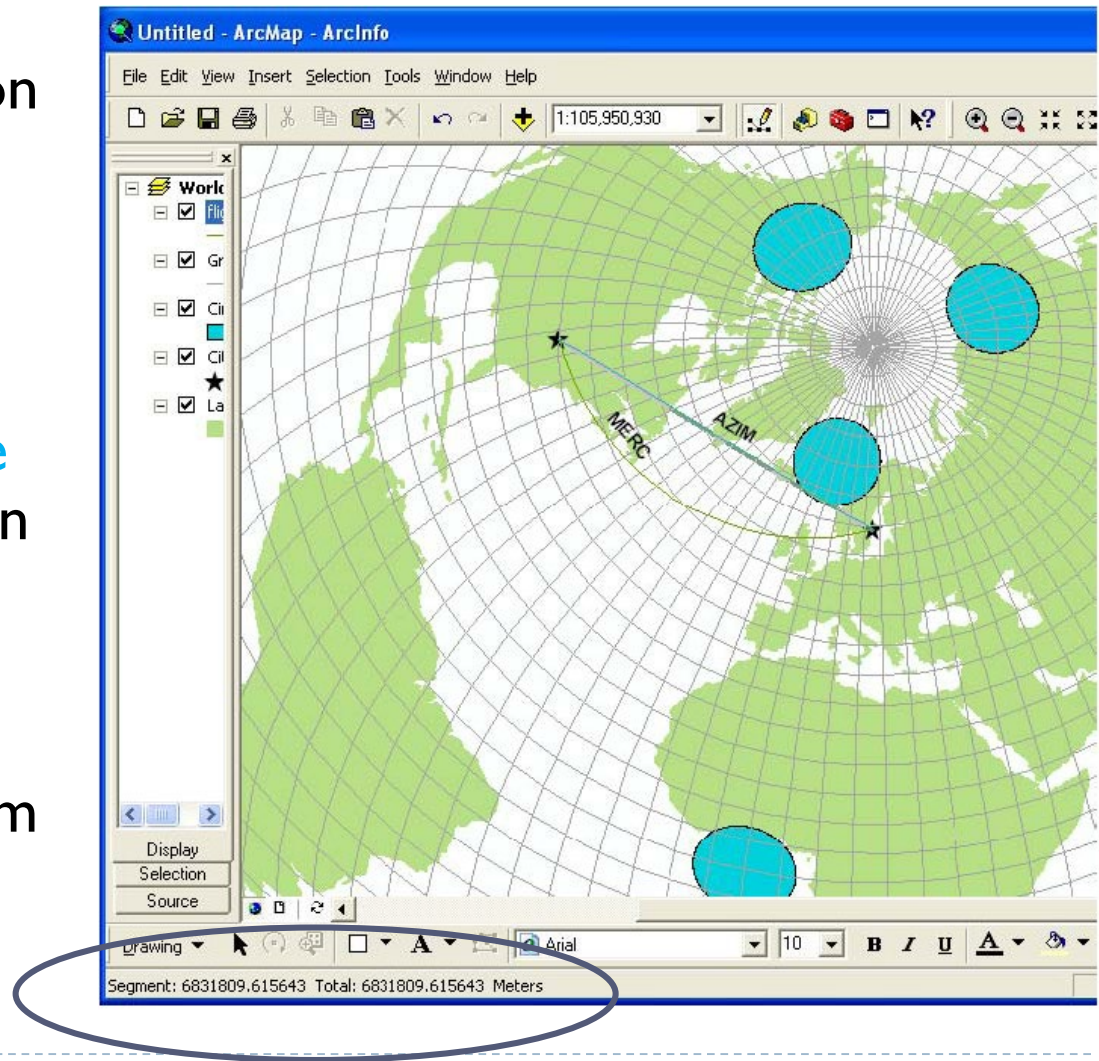
- ▶ Projected data as measured on a map will be **distorted**
- ▶ What really is 6,828km is measured to be about 11,700 km!





# Azimuthal distance

- ▶ Equidistant azimuthal projection centered on two different points can be used to **measure the correct distance**
- ▶ What is **a straight line** in Mercator projection is **a curved line** (loxodrome) in Azimuthal projection
- ▶ What really is 6,828km is measured to be about 6,832 km!

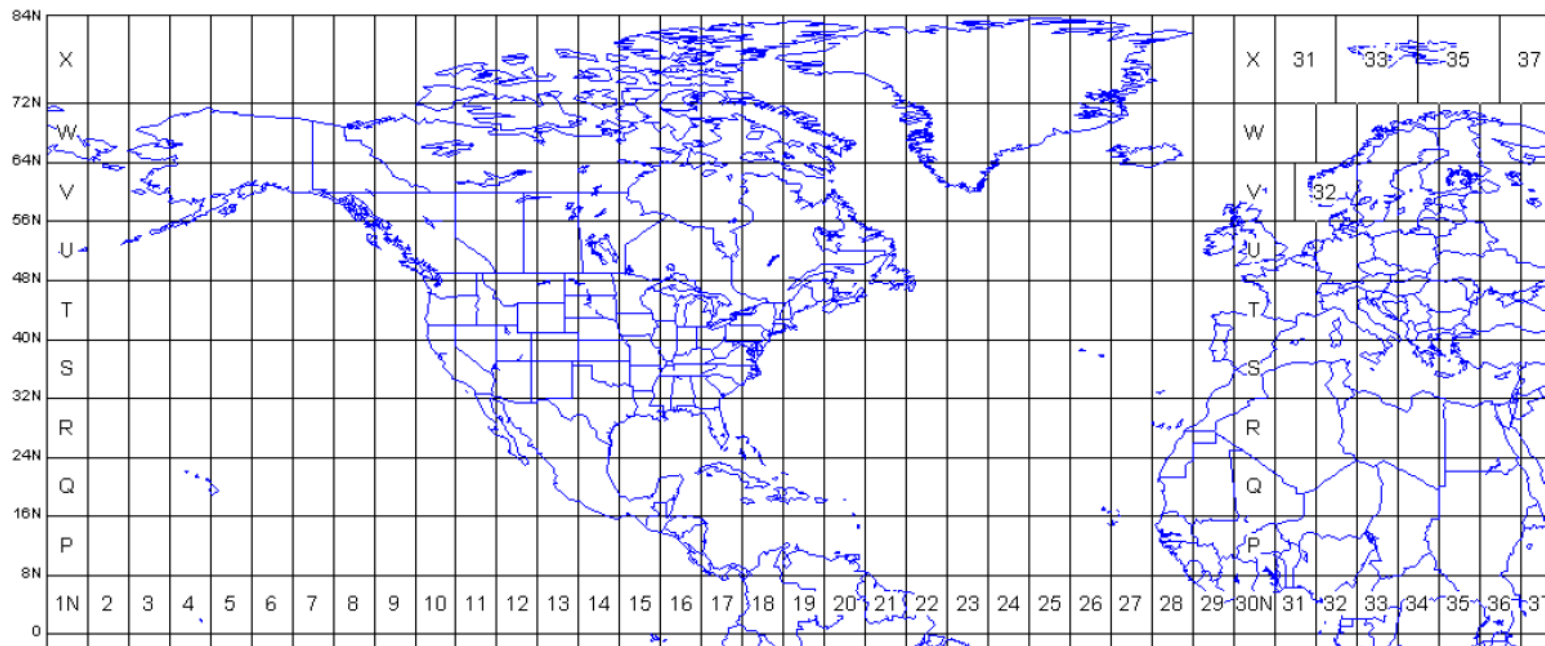
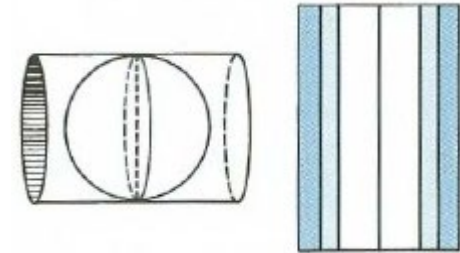




# Some common map coordinate systems

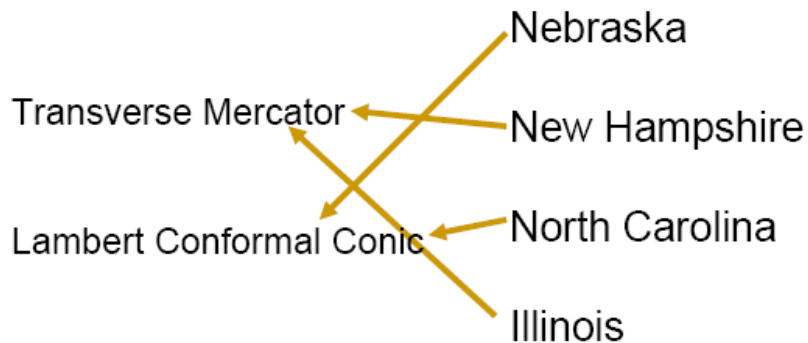
## ► Universal Transverse Mercator (UTM) grid

- Specified for 60 x 20 zones (ex. 11N)
- Measured in meter
- Distortions within 1 meter



# Some common map coordinate systems (cont.)

- ▶ State plane coordinate systems (SPC)
  - ▶ Each state uses an optimal projection
  - ▶ Measured in feet
  - ▶ Distortions less than 1 foot
  - ▶ False Easting, Northing

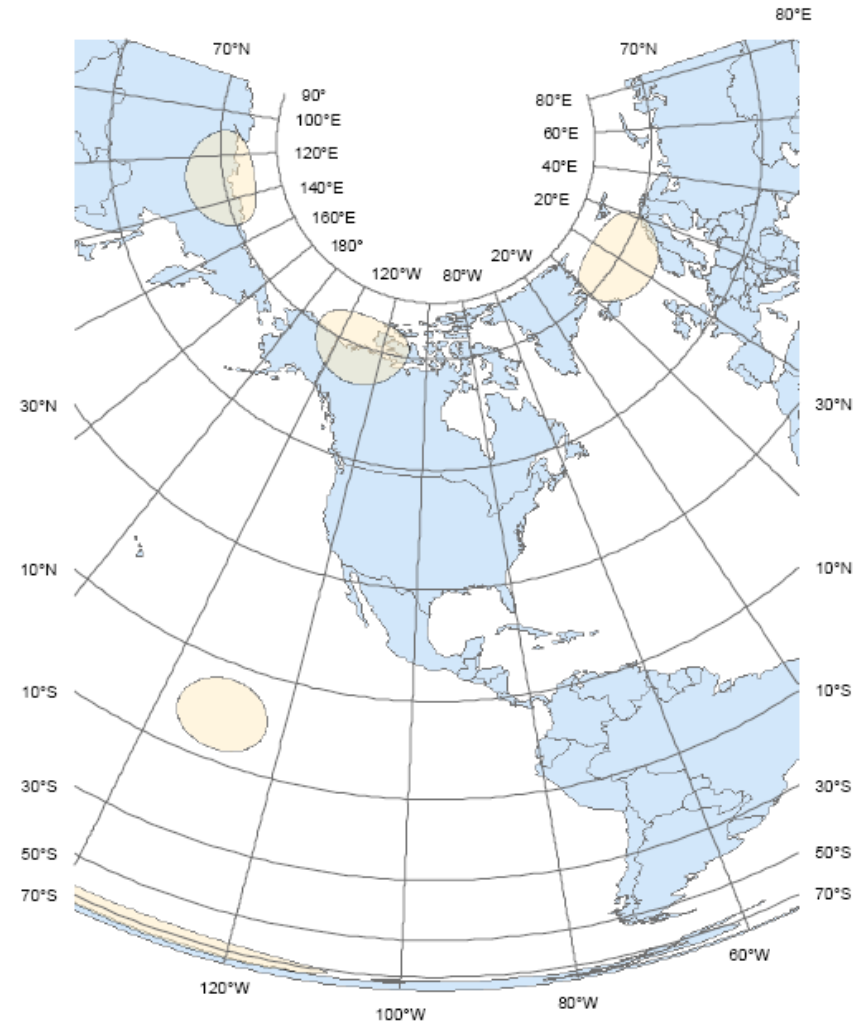


California State has 6 SPCs



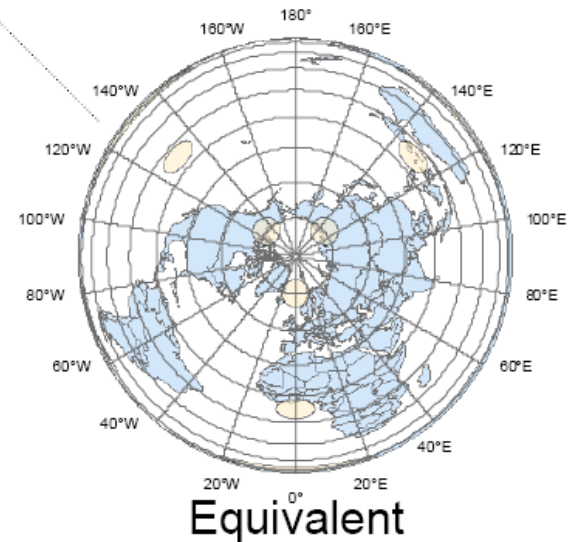
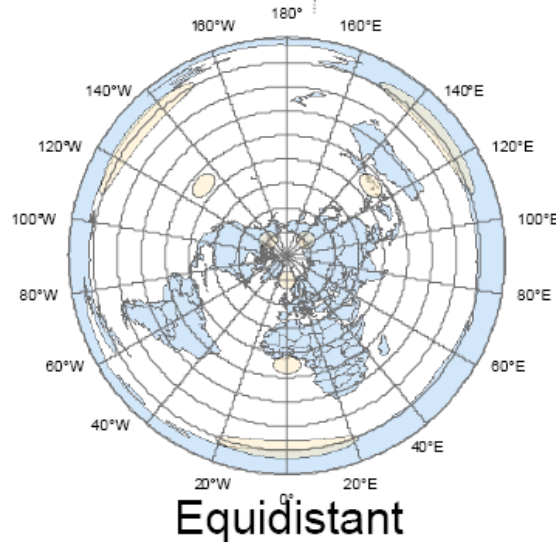
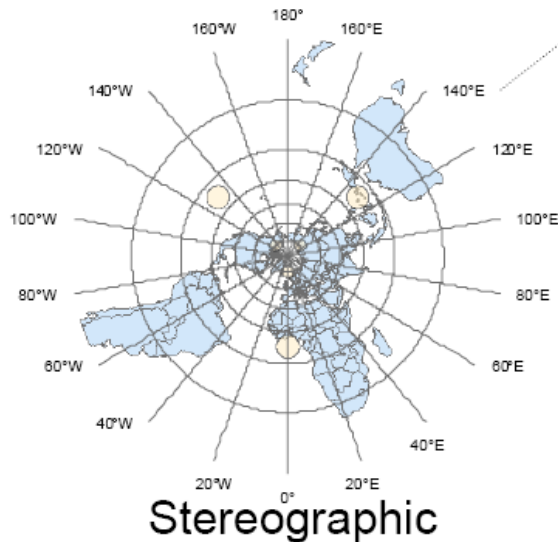
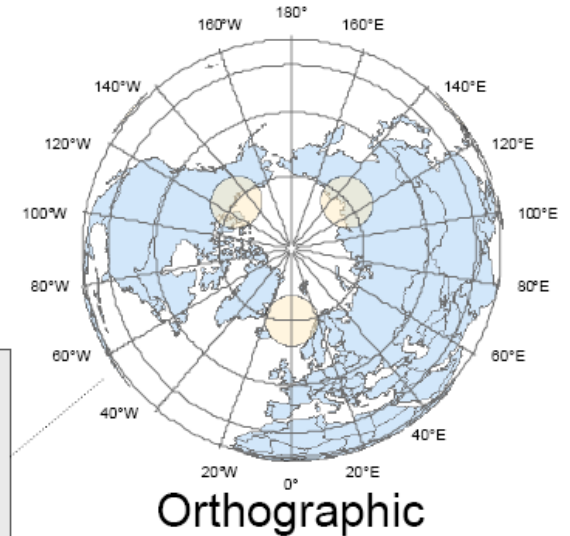
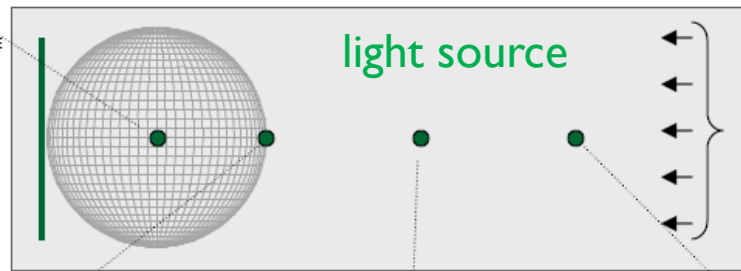
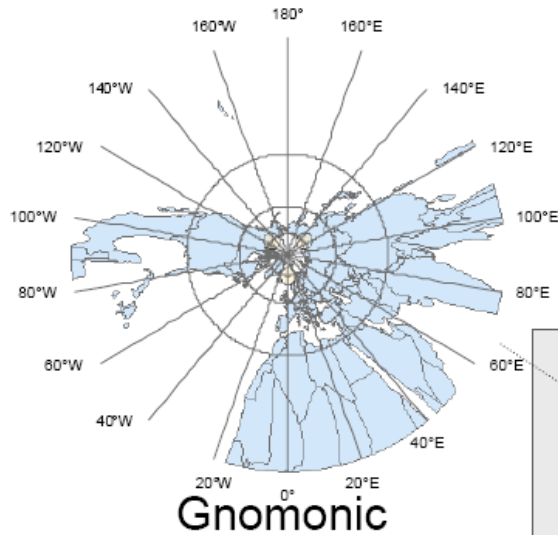
# Appendix. More projection examples - Albers Equal Area Conic

- ▶ Equivalent – Equal **area**
- ▶ Conic developable surface
- ▶ Works very well for **mid-latitudes**



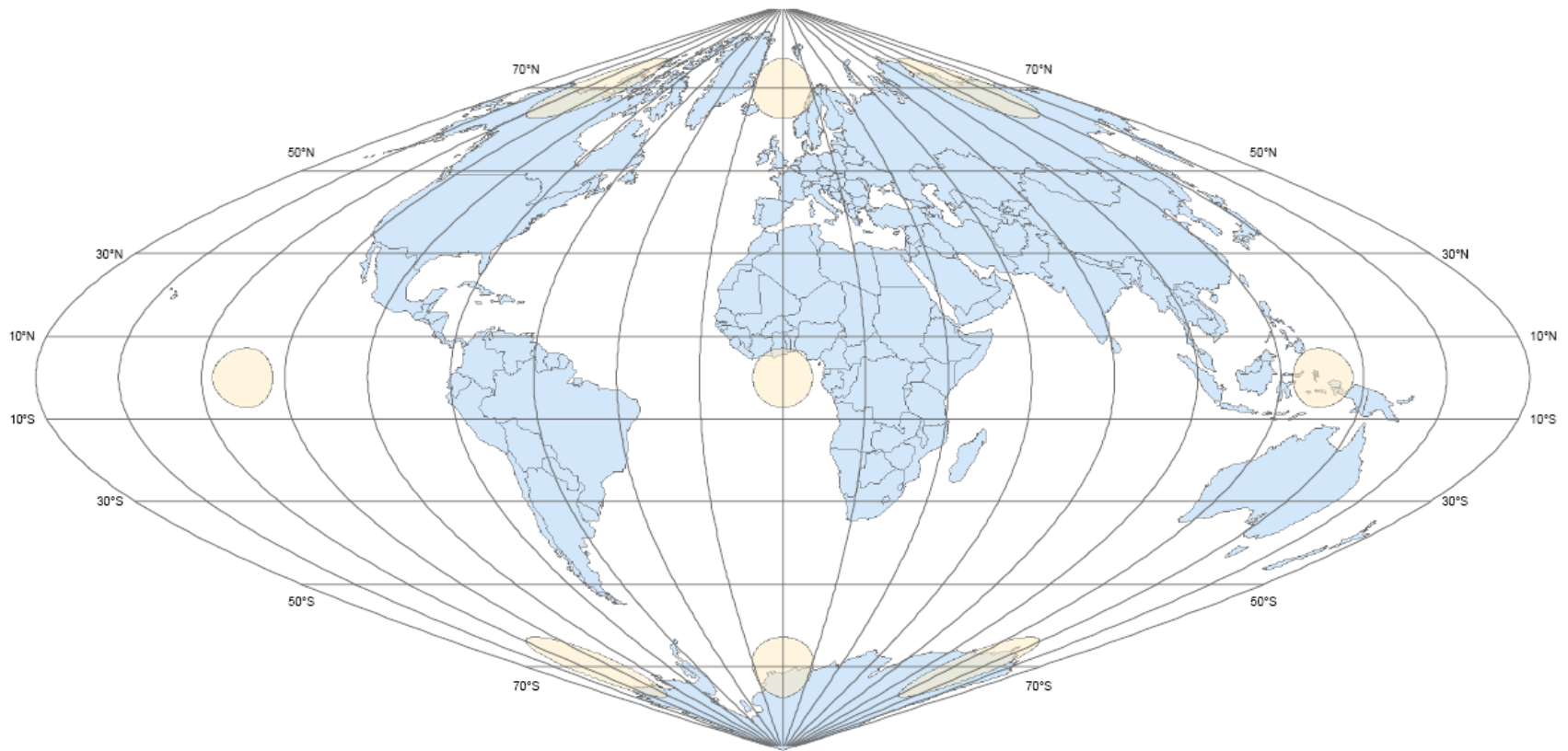
# Azimuthal projections

- ▶ All have **circular distortion** pattern suitable for **similar shaped areas**
  - ▶ Antarctica
  - ▶ North America



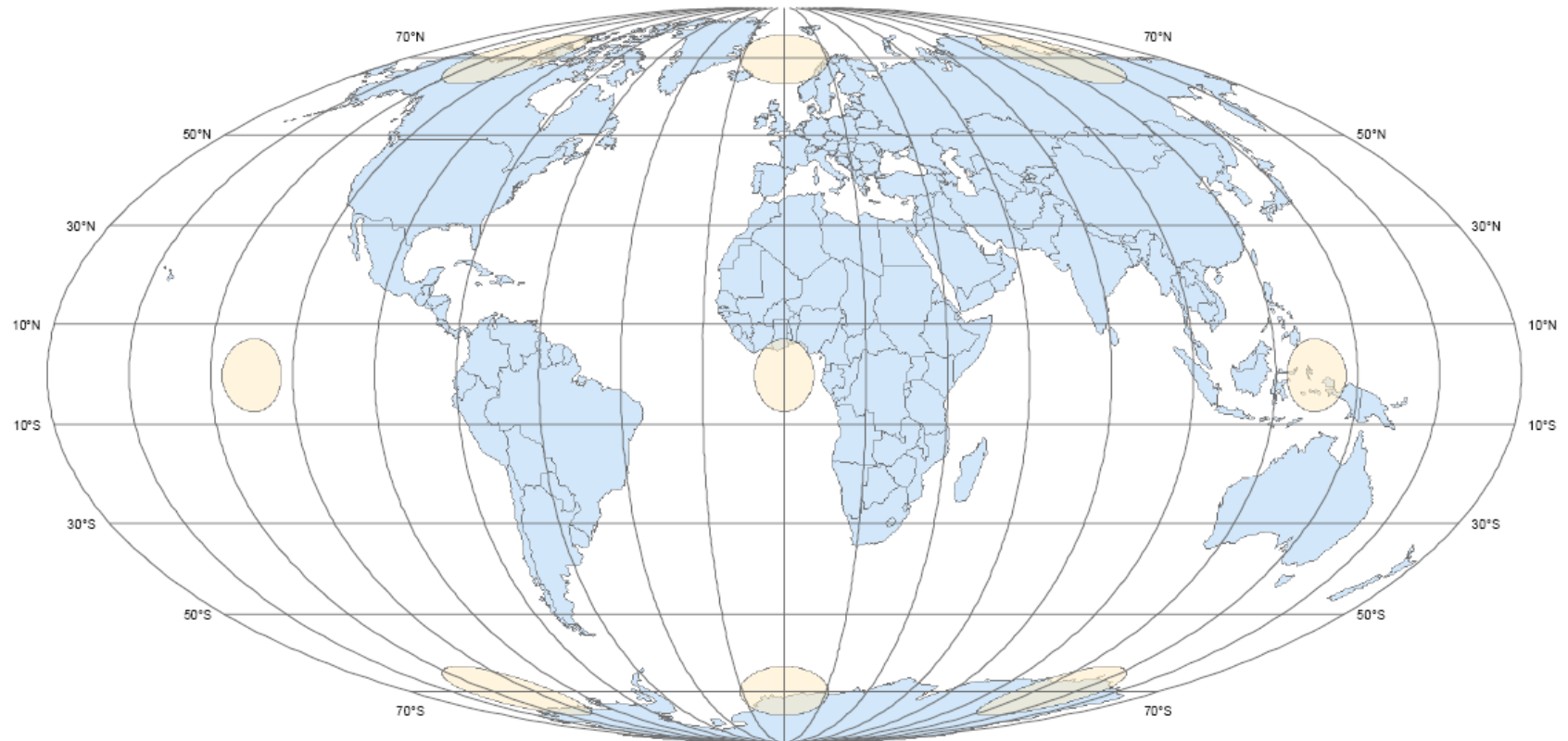
# Equal area Projections - Sinusoidal

---



# Equal area Projections - Mollweide

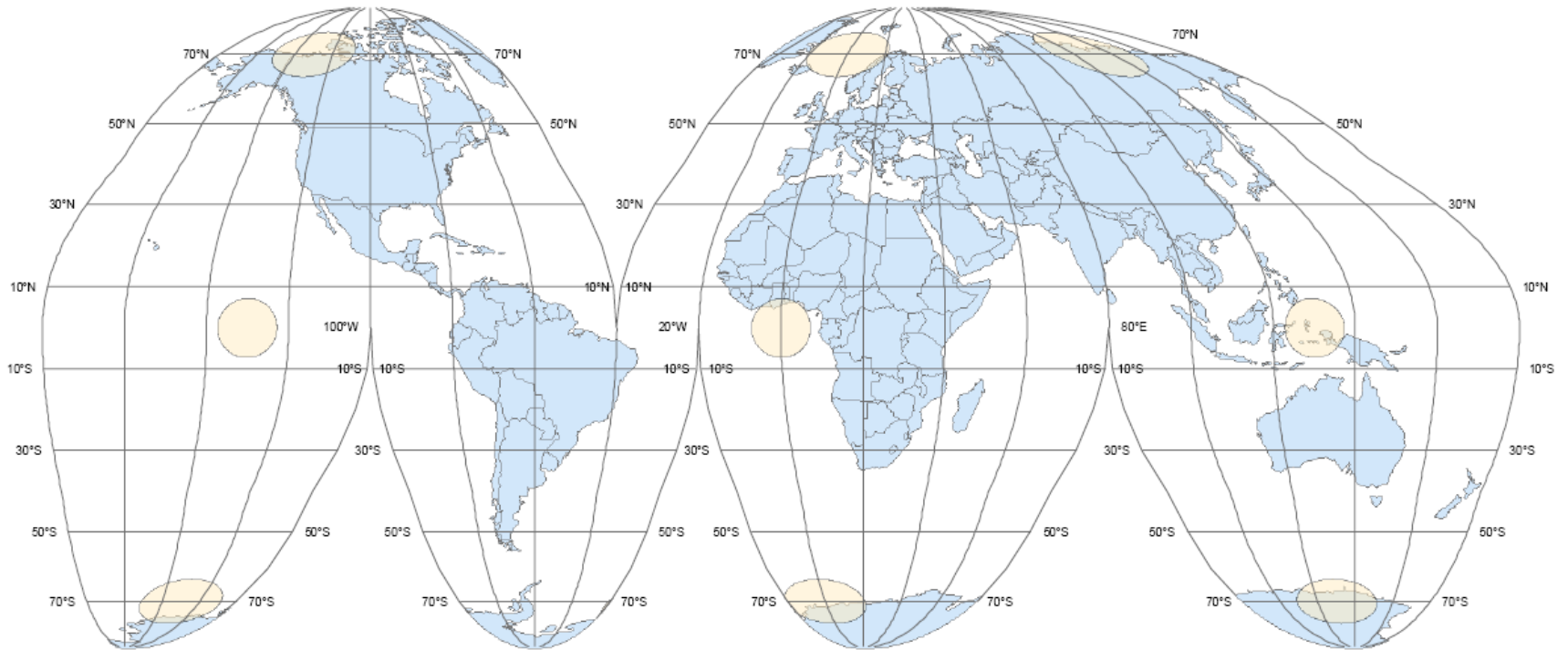
---





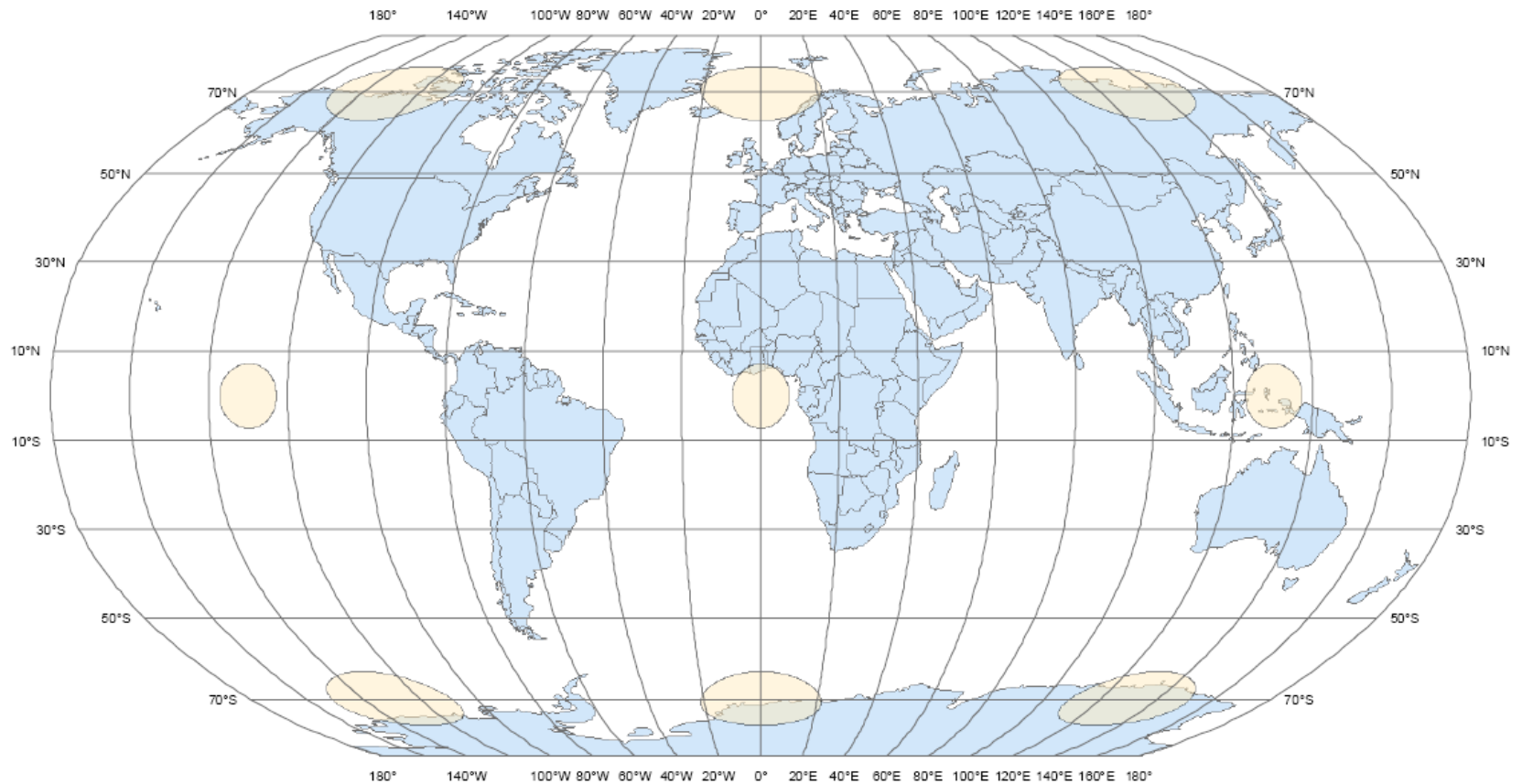
# Equal area Projections - Goode's homolosine

---



# Robinson

- **Compromise** – minimize distortion (shape, area, angle...)



# For next time

---

- ▶ Reading
  - ▶ Ch. 5
- ▶ Lab I on Thursday
- ▶ Questions...?

